



# CURRICULUM FOR THE SOLO ARTIST



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# 1

## Drawing Basics

# Drawing Basics

Learn the basics of drawing! From how to hold a pencil, to shading your very own creation, this playlist will introduce you to all of the basics of art in a progressive and understandable manner.



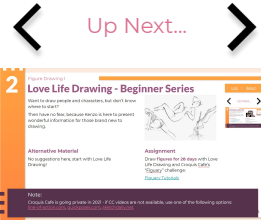
## Alternative Material

- Proko Drawing Basics
- *"Drawing on the Right Side of the Brain"*, Betty Edwards
- *"Drawing for the Absolute Beginner"*, Mark and Mary Willenbrink

## Assignment

Perform all of the assigned tasks in the Brent Eviston free videos.

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## Note:

If you feel your skill is above "Drawing basics", consider still watching the videos! There's always something new to learn or refine in your understanding of art as a skill.

# 2

Figure Drawing I

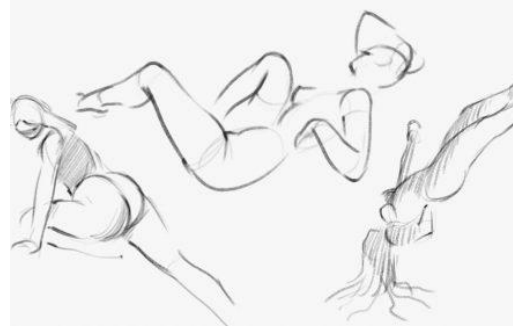
## Love Life Drawing - Beginner Series

Want to draw people and characters, but don't know where to start?

Then have no fear, because Kenzo is here to present wonderful information for those brand new to drawing.

### Alternative Material

No suggestions here, start with Love Life Drawing!

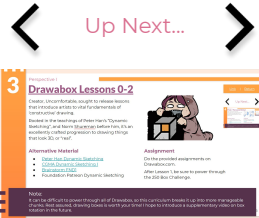


### Assignment

Draw **figures for 28 days** with Love Life Drawing and Croquis Cafe's "Figuary" challenge:

[Figuary Tutorials](#)

[Link](#) | [Return](#)



Note:



Croquis Cafe is going private in 2021 - if CC videos are not available, use one of the following options:  
[line-of-action.com](#), [quickposes.com](#), [sketchdaily.net](#).



# 3

## Perspective I

# Drawabox Lessons 0-2

Creator, Uncomfortable, sought to release lessons that introduce artists to vital fundamentals of 'constructive' drawing.

Rooted in the teachings of Peter Han's "Dynamic Sketching", and Norm Shureman before him, it's an excellently crafted progression to drawing things that look 3D, or "real".

## Alternative Material

- [Peter Han Dynamic Sketching](#)
- [CGMA Dynamic Sketching I](#)
- [Brainstorm FNDI](#)
- Foundation Patreon Dynamic Sketching

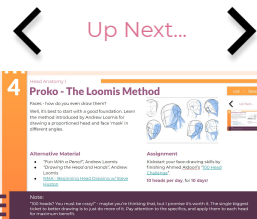


## Assignment

Do the provided assignments on Drawabox.com.

After Lesson 1, be sure to power through the **250 Box Challenge**.

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## Note:

It can be difficult to power through all of Drawabox, so this curriculum breaks it up into more manageable chunks. Rest assured, drawing boxes is worth your time! I hope to introduce a supplementary video on box rotation in the future.

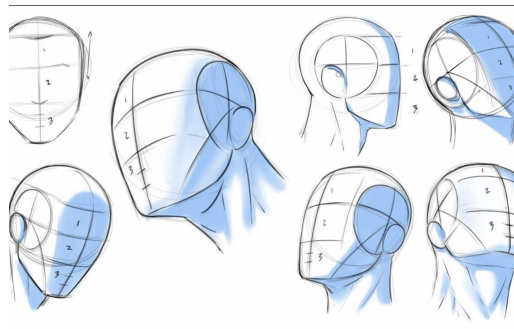
# 4

## Head Anatomy I

# Proko - The Loomis Method

Faces - how do you even *draw* them?

Well, it's best to start with a good foundation. Learn the method introduced by Andrew Loomis for drawing a proportioned head and face 'mask' in different angles.



## Alternative Material

- "Fun With a Pencil", Andrew Loomis
- "Drawing the Head and Hands", Andrew Loomis
- [NMA - Beginning Head Drawing w/ Steve Huston](#)

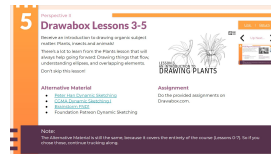
## Assignment

Kickstart your face-drawing skills by finishing Ahmed Aldoori's "[100 Head Challenge](#)".

**10 heads per day, for 10 days!**

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## Note:

"100 heads? You must be crazy!" - maybe you're thinking that, but I promise it's worth it. The single biggest ticket to better drawing is to just do *more* of it. Pay attention to the specifics, and apply them to each head for maximum benefit.



# 5

## Perspective II

# Drawabox Lessons 3-5

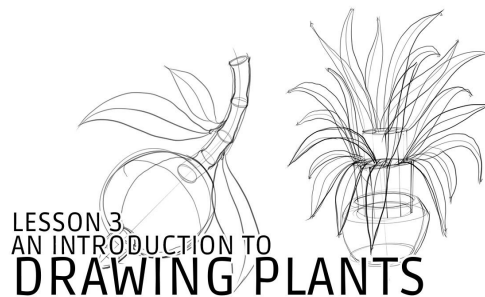
Receive an introduction to drawing organic subject matter: Plants, insects and animals!

There's a lot to learn from the Plants lesson that will always help going forward: Drawing things that flow, understanding ellipses, and overlapping elements.

Don't skip this lesson!

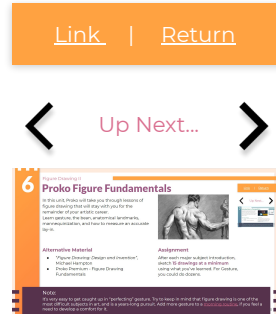
## Alternative Material

- [Peter Han Dynamic Sketching](#)
- [CGMA Dynamic Sketching I](#)
- [Brainstorm FNDI](#)
- Foundation Patreon Dynamic Sketching



## Assignment

Do the provided assignments on Drawabox.com.



## Note:

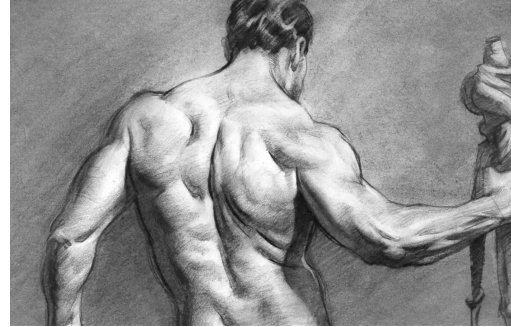
The Alternative Material is still the same, because it covers the entirety of the course (Lessons 0-7). So if you chose those, continue trucking along.

# 6

## Figure Drawing II

# Proko Figure Fundamentals

In this unit, Proko will take you through lessons of figure drawing that will stay with you for the remainder of your artistic career. Learn gesture, the bean, anatomical landmarks, mannequinization, and how to measure an accurate lay-in.



## Alternative Material

- “Figure Drawing: Design and Invention”, Michael Hampton
- Proko Premium - Figure Drawing Fundamentals

## Assignment

After each major subject introduction, sketch **15 drawings at a minimum** using what you’ve learned. For Gesture, you could do dozens.

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## Note:



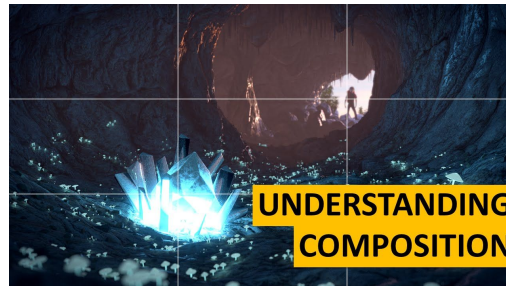
It’s very easy to get caught up in “perfecting” gesture. Try to keep in mind that figure drawing is one of the most difficult subjects in art, and is a years-long pursuit. Add more gesture to a [morning routine](#), if you feel a need to develop a comfort for it.

# Introduction to Composition

As an artist, you are also a composer. Your choice of arrangement, framing, gesture, contrast and so much more all play a role in creating effective *art*.

Without it, you simply create a collection of sketches.

In this unit, unlock some of the secrets to creating effective imagery.


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## Alternative Material

- Schoolism - Drawing Fundamentals w/ Thomas Fluharty
- SVSLearn - Creative Composition 2.0

## Assignment

Watch Sycra's video on "Iterative Drawing". Make attempts at picking a subject matter, and attempt drawing it in different ways and angles. Pick **2 subjects**, and try **10 variations** for each.



### Note:

It can be difficult to understand how to make your own compositions when just starting out. Some tips - take a simple photo [reference](#) and try composing it in a [different way](#). Or refer to this [DeviantArt challenge](#).

# 8

## Figure Drawing III

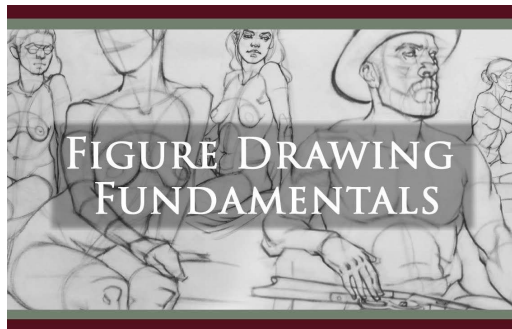
# The Constructive + Reilly Method

Begin developing maturation in your figure studies through the Reilly method and advanced construction.

As you continue to practice, you will find a finesse for angles and flow of the figure. Combine this with ability to mannequinize, and you're on your way to posing from the imagination.

### Alternative Material

- "Figure Drawing: Design and Invention", Michael Hampton
- [Brainstorm FIG1](#)



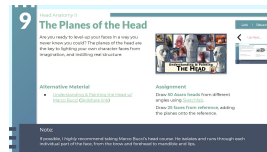
### Assignment

Draw **25 figures** using the Reilly method.

Pose **25 figures** from imagination and construct them using [simple forms](#).

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### Note:

The Reilly method may seem strange at first, but it has a lot of great rhythms you can internalize to help with figure drawing. When it's all said and done, learning all these different methods serve as different tools in your arsenal to help build your style and technique over time.

# 9

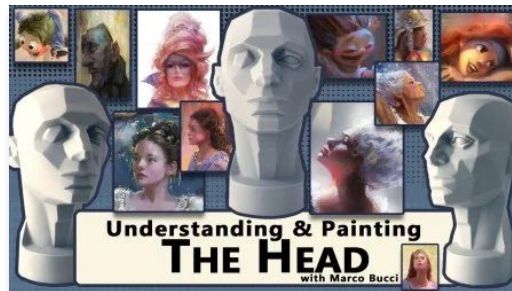
## Head Anatomy II

# The Planes of the Head

Are you ready to level-up your faces in a way you never knew you could? The planes of the head are the key to lighting your own character faces from imagination, and instilling real structure.

### Alternative Material

- [Understanding & Painting the Head w/ Marco Bucci](#) ([Skillshare link](#))

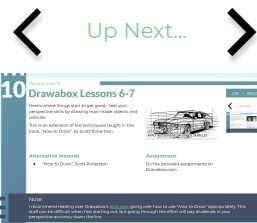


### Assignment

Draw **50 Asaro heads** from different angles using [Sketchfab](#).

Draw **25 faces from reference**, adding the planes onto the reference.

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### Note:



If possible, I *highly* recommend taking Marco Bucci's head course. He isolates and runs through each individual part of the face, from the brow and forehead to mandible and lips.

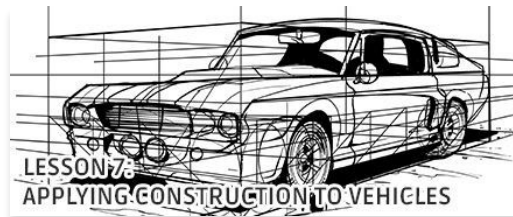
# 10

## Perspective III

# Drawabox Lessons 6-7

Here's where things start to get good - test your perspective skills by drawing man-made objects and vehicles.

This is an extension of the techniques taught in the book, *"How to Draw"*, by Scott Robertson.



## Alternative Material

- *"How to Draw"*, Scott Robertson

## Assignment

Do the provided assignments on Drawabox.com.

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## Note:

I recommend reading over Drawabox's [blog post](#) going over how to use *"How to Draw"* appropriately. This stuff can be difficult when first starting out, but going through the effort will pay dividends in your perspective accuracy down the line.



# Foundations of Light and Shadow

Learn the fundamentals of shading forms, and the principles behind shadow projection.

The importance of this stuff cannot be understated. Learning this thoroughly will make everything from pencil and pen drawings, to color painting easier down the road.

## Alternative Material

*"Framed Perspective Vol. 2: Technical Drawing for Shadows, Volume and Characters"*, Marcos Mateu-Mestre

*"How to Render"*, Scott Robertson



## Assignment

Follow along with every video in the Youtube Playlist.

If you're feeling confident, do some personal drawings and studies practicing the methods demonstrated.

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## Note:



Shading is also called "rendering". You can practice rendering by doing still life drawings, or studies of anything you want. It's usually easiest to start with things most like primitives.

# The Skeleton

Start to dive into the specific details of the human figure. Proko's got you covered here, as he walks you through every major bone in the body.

Why do we need to learn the skeleton, you might ask? Well, for one - zombies. But understanding bones gives you valuable information on landmarks that show on the skin.

## Alternative Material

Proko Premium - Anatomy of the Human Body Course

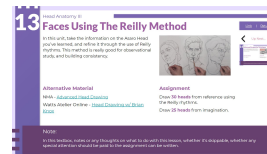


## Assignment

Follow along with every video in the Youtube Playlist.

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## Note:



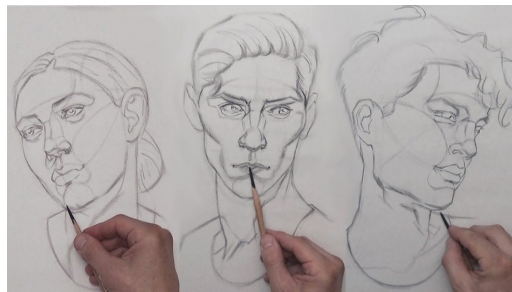
Have fun with this one! Skeletons can feel like a dry subject, so make sure to try and find ways to make your study enjoyable with creative drawings like making your own zombie or halloween character.

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## Head Anatomy III

# Faces Using The Reilly Method

In this unit, take the information on the Asaro Head you've learned, and refine it through the use of Reilly rhythms. This method is really good for observational study, and building consistency.



## Alternative Material

NMA - [Advanced Head Drawing](#)

Watts Atelier Online - [Head Drawing w/ Brian Knox](#)

## Assignment

Draw **30 heads** from reference using the Reilly rhythms.

Draw **25 heads** from imagination.

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## Note:

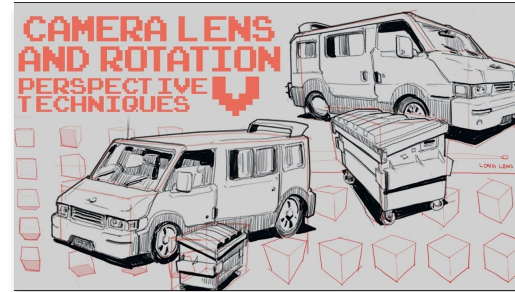
The Reilly method is great for observational study and dialing in proportions. And even if you don't think you'll have a use for it, these rhythms will pay dividends in your own character work in the future.

# 14

## Perspective IV

# Advanced Perspective Techniques

Learn from Moderndayjames, and go over lots of fundamentals perspective techniques. Revisit some beginner stuff, and cover some techniques that are less frequently used.



## Alternative Material

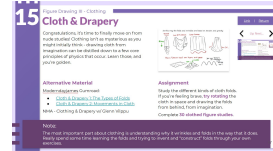
None suggested.

## Assignment

Follow along with every video in the Youtube Playlist.

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## Note:

Some of these videos are a retread of things you've already learned, but it's important to revisit these things. Sometimes you forget certain principles. Pay lots of attention to the rotation video!

# Cloth & Drapery

Congratulations, it's time to finally move on from nude studies! Clothing isn't as mysterious as you might initially think - drawing cloth from imagination can be distilled down to a few core principles of physics that occur. Learn those, and you're golden.

## Alternative Material

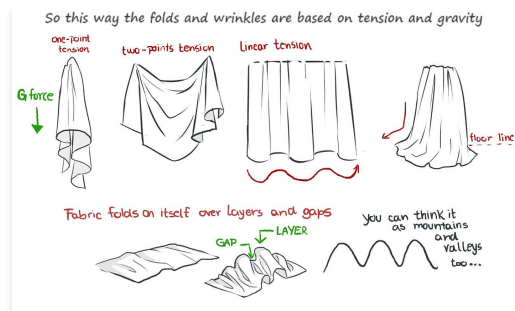
Moderndayjames Gumroad:

- [Cloth & Drapery 1: The Types of Folds](#)
- [Cloth & Drapery 2: Movements in Cloth](#)

NMA - Clothing & Drapery w/ Glenn Vilppu

## Note:

The most important part about clothing is understanding why it wrinkles and folds in the way that it does. Really spend some time learning the folds and trying to invent and “construct” folds through your own exercises.



## Assignment

Study the different kinds of cloth folds. If you're feeling brave, **try rotating** the cloth in space and drawing the folds from behind, from imagination.

Complete **30 clothed figure studies**.

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# 16

## Animal Drawing

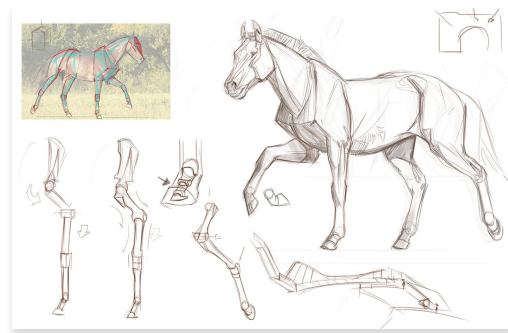
# Animal Construction

Learn a constructive approach to animals. Through a blend of gesture and Bridgman-esque simple forms, learn to draw animals in a way that makes them feel *solid*.

## Alternative Material

Schoolism - Creature Anatomy w/ Terryl Whitlach  
Foundation Group:

- [Construction & Basic Anatomy w/ Jonathan Kuo](#)
- [Design & Invention w/ Jonathan Kuo](#)



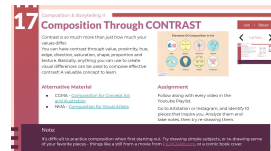
## Assignment

Follow along with every video in the Youtube Playlist.

Complete **15 animal studies** using techniques shown by ModernDayJames and Michael Hampton.

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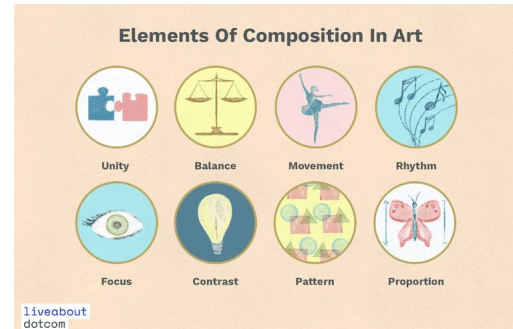
## Note:

The Animal drawing introduced in Drawabox is... Lackluster, to say the least. I'm personally a big fan of Jonathan Kuo's instruction, and highly recommend trying his Basic Anatomy gumroad with Foundation.

# Composition Through CONTRAST

Contrast is so much more than just how much your values differ.

You can have contrast through value, proximity, hue, edge, direction, saturation, shape, proportion and texture. Basically, anything you can use to create visual differences can be used to compose effective contrast! A valuable concept to learn.



## Alternative Material

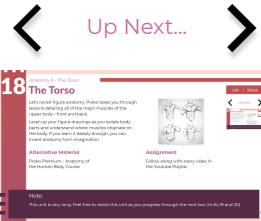
- CGMA - [Composition for Concept Art and Illustration](#)
- NMA - [Composition for Visual Artists](#)

## Assignment

Follow along with every video in the Youtube Playlist.

Go to Artstation or Instagram, and **identify 10 pieces** that inspire you. Analyze them and take notes, then **try re-drawing them**.

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## Note:

It's difficult to practice composition when first starting out. Try drawing simple subjects, or re-drawing some of your favorite pieces - things like a still from a movie from [FILMGRAB.com](#), or a comic book cover.

# 18

## Anatomy II - The Torso

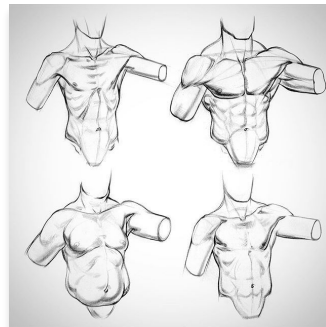
# The Torso

Let's revisit figure anatomy. Proko takes you through lessons detailing all of the major muscles of the upper body - front and back.

Level-up your figure drawings as you isolate body parts and understand where muscles originate on the body. If you learn it deeply enough, you can invent anatomy from imagination.

### Alternative Material

Proko Premium - Anatomy of the Human Body Course



### Assignment

Follow along with every video in the Youtube Playlist.

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Note:

This unit is very long. Feel free to revisit this unit as you progress through the next two (Units 19 and 20).



# 19

Perspective V

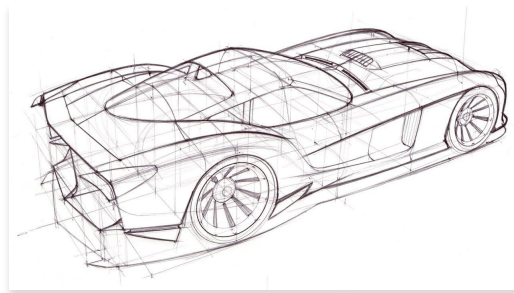
## Mechs and Vehicles

Dive into drawing hard-surface and cars. In this, you'll receive an introduction to mechanical joints to help inform your own mech drawings.

In addition, learn how to draw cars like the best with Jeremy Hunter's tutorial series on constructing vehicles. He will take you through a progression of vehicles, from blocky tanks to pristine super cars.

### Alternative Material

*"How to Draw",* Scott Robertson



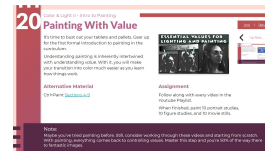
### Assignment

Follow along with every video in the Playlist. Draw **10 mechs from reference**.

After each Jeremy Hunter video, **complete 3 vehicle studies** of similar construction (blocky, old-time, supercar)

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### Note:

You can pick and choose whichever is your favorite in this unit if you don't want to do both. If you'd prefer to do mechs, double the assignment amount to 20 studies + 10 joint studis. After each 5, try drawing your own from imagination!

# Painting With Value

It's time to bust out your tablets and pallets. Gear up for the first formal introduction to painting in the curriculum.

Understanding painting is inherently intertwined with understanding *value*. With it, you will make your transition into color much easier as you learn how things work.

## Alternative Material

Ctrl+Paint [Sections 4-9](#)

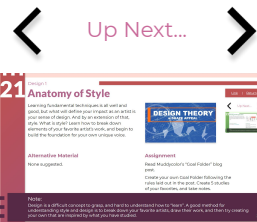


## Assignment

Follow along with every video in the Youtube Playlist.

When finished, paint **10 portrait** studies, **10 figure** studies, and **10 movie** stills.

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### Note:

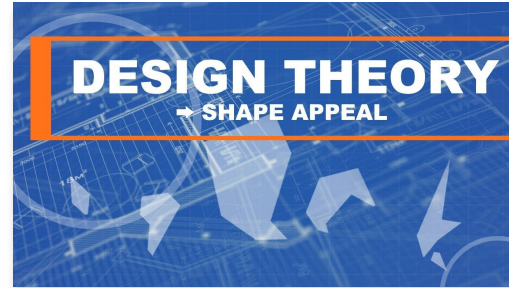
Maybe you've tried painting before. Still, consider working through these videos and starting from scratch. With painting, everything comes back to controlling values. Master this step and you're 50% of the way there to fantastic images.

# Anatomy of Style

Learning fundamental techniques is all well and good, but what will define your impact as an artist is your sense of design. And by an extension of that, style. What is style? Learn how to break down elements of your favorite artist's work, and begin to build the foundation for your own unique voice.

## Alternative Material

None suggested.

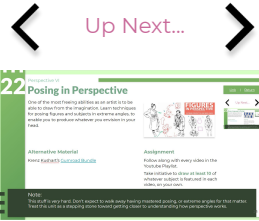


## Assignment

Read Muddycolor's "[Goal Folder](#)" blog post.

**Create your own Goal Folder** following the rules laid out in the post. **Create 5 studies** of your favorites, and take notes.

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### Note:

Design is a difficult concept to grasp, and hard to understand how to "learn". A good method for understanding style and design is to break down your favorite artists, draw their work, and then try creating your own that are inspired by what you have studied.

# Posing in Perspective

One of the most freeing abilities as an artist is to be able to draw from the imagination. Learn techniques for posing figures and subjects in extreme angles, to enable you to produce whatever you envision in your head.

## Alternative Material

Krenz Kushart's [Gumroad Bundle](#)



## Assignment

Follow along with every video in the Youtube Playlist.

Take initiative to **draw at least 10** of whatever subject is featured in each video, on your own.

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### Note:

This stuff is *very* hard. Don't expect to walk away having mastered posing, or extreme angles for that matter. Treat this unit as a stepping stone toward getting closer to understanding how perspective works.

# Shape Language in Design

One of the building blocks for good design is a solid understanding of shape language. Have you ever thought about how different shapes convey unique universal feelings? Learn the differences between such basic shapes as a triangle, square and circle, and implement that knowledge into your work.

## Alternative Material

CGMA - [Fundamentals of Design](#)

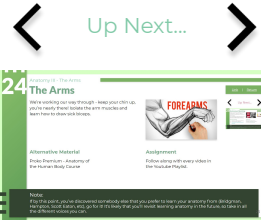


## Assignment

Choose to draw a stylized character, prop/vehicle or building. Draw it with circular, square and triangular shape design, **10x each**.

Do the same for more “realistic” subjects.

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## Note:

The best way to learn to design better things, is to simply *design more*. A fantastic take on this concept is Jake Parker's "*Design 100 Somethings*" - where he gives himself tight constraints for what he's creating, then takes every possibility to try and design a unique variation of it. Try it yourself!

# The Arms

We're working our way through - keep your chin up, you're nearly there! Isolate the arm muscles and learn how to draw sick biceps.

## Alternative Material

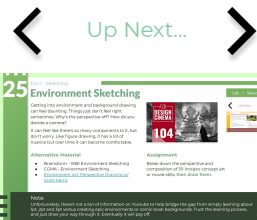
Proko Premium - Anatomy of the Human Body Course



## Assignment

Follow along with every video in the Youtube Playlist.

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## Note:



If by this point, you've discovered somebody else that you prefer to learn your anatomy from (Bridgman, Hampton, Scott Eaton, etc), go for it! It's likely that you'll revisit learning anatomy in the future, so take in all the different voices you can.

# Environment Sketching

Getting into environment and background drawing can feel daunting. Things just don't *feel* right sometimes. Why's the perspective off? How do you decide a camera?

It can feel like there's so many components to it, but don't worry. Like figure drawing, it has a lot of nuance but over time it can become comfortable.

## Alternative Material

- Brainstorm - WB1 Environment Sketching
- CGMA - Environment Sketching
- [Environment Art: Perspective Drawing w/ Scott Harris](#)



## Assignment

Break down the perspective and composition of **30 images** concept art or movie stills, **then draw them**.

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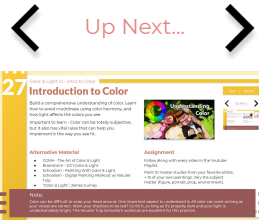
### Note:

Unfortunately, there's not a *ton* of information on Youtube to help bridge the gap from simply learning about 1pt, 2pt and 3pt versus creating epic environments or comic book backgrounds. Trust the learning process, and just draw your way through it. Eventually it will pay off.

# Digital Painting Techniques

You've painted some already, but there's a lot to learn and understand to help you utilize the digital medium to the best of your ability.

In this unit, expose yourself to different techniques and advantages of the medium, as well as workflow possibilities.


[Link](#) | [Return](#)


## Alternative Material

- CGMA - [Digital Painting](#)
- Schoolism - [Digital Painting w/ Bobby Chiu](#)
- [Digital Painting Course](#) w/ Austin & Jaysen Batchelor

## Assignment

- Paint **10 3-value studies** of simple photographs.
- Paint **10 value renders** of simple objects in your home or from photo.
- Paint **5 portraits** or characters.

### Note:



Get used to the digital medium by acquiring some mileage and experience using the tools at your disposal. I encourage you to break out of your comfort zone, learn shortcuts and techniques, and try different workflows.



# Introduction to Color

Build a comprehensive understanding of color. Learn how to avoid muddiness using color harmony, and how light affects the colors you see.

Important to learn - Color can be totally subjective, but it also has vital rules that can help you implement it the way you see fit.

## Alternative Material

- CGMA - The Art of Color & Light
- Brainstorm - DC1 Color & Light
- Schoolism - Painting With Color & Light
- Schoolism - Digital Painting Workout w/ Wouter Tulp
- "Color & Light", James Gurney



## Assignment

Follow along with every video in the Youtube Playlist.

Paint **10 master studies** from your favorite artists, **+ 10 of your own** paintings. Vary the subject matter (figure, portrait, prop, environment).

[Link](#) | [Return](#)



## Note:



Color can be difficult to wrap your head around. One important aspect to understand is: All color can work as long as your values are correct. Want your shadows to be red? Go for it, so long as it's properly dark and your light is understandably bright. The Wouter Tulp Schoolism workouts are excellent for this practice.

# The Legs

Here's the light at the end of the tunnel - finish your journey of figure anatomy with Proko's Leg Anatomy lessons.

From here, all that's left is to refine your knowledge (i.e. re-learn it, and internalize it!).

## Alternative Material

Proko Premium - Anatomy of the Human Body Course



## Assignment

Follow along with every video in the Youtube Playlist.

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## Note:



You did it! That's the end of Figure Anatomy. I can't stress enough, anatomy knowledge is a constant battle, and you'll have never fully 'learned' it all. Allow yourself to revisit anatomy that you're unsure about, and strengthen your foundations.

# Composition For Environments

Environment design is so heavily rooted in proper composition. Learn value grouping, the secrets to dynamism, and the principles of flow and rhythm in environments.

## Alternative Material

Schoolism - Pictorial Composition w/  
Nathan Fowkes



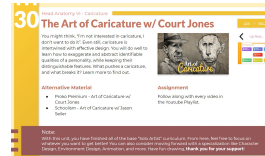
## Assignment

Follow along with the Art Camp 3 Preview video in the Linked Playlist.

Create **30 master studies**, and **20 of your own** environment compositions using subject matter of your choice.

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### Note:

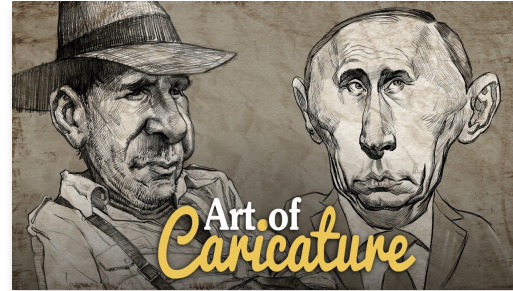
This unit is instrumentally fundamental to all kinds of paintings you will perform. Understanding value staging and grouping bleeds into character splash arts, design pieces, and of course environment paintings.

# The Art of Caricature w/ Court Jones

You might think, “I’m not interested in caricature, I don’t want to do it”. Even still, caricature is intertwined with effective design. You will do well to learn how to exaggerate and abstract identifiable qualities of a personality, while keeping their distinguishable features. What pushes a caricature, and what breaks it? Learn more to find out.

## Alternative Material

- Proko Premium - Art of Caricature w/ Court Jones
- Schoolism - Art of Caricature w/ Jason Seiler



## Assignment

Follow along with every video in the Youtube Playlist.

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## Note:

With this unit, you have finished all of the base “Solo Artist” curriculum. From here, feel free to focus on whatever you want to get better! You can also consider moving forward with a specialization like Character Design, Environment Design, Animation, and more. Have fun drawing, **thank you for your support!**

~Find anything you need~

## Click to Jump to Resources

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INSTRUCTIVE



BOOKS -  
CONCEPT ART



BOOKS -  
VIDEO GAMES



YOUTUBE



PAID RESOURCES



ONLINE COURSES



MENTORSHIPS



## Resources - Pg. 1



**Adam Duff LUCIDPIXUL**

Daddy Art. Listen to not just art advice, but the life advice you need to hear.



**The Art of Aaron Blaise**

OG Disney Animator. Learn animation and animal/creature drawing.



**Borodante**

Artist with unique workflow quirks. Knowledge with every program. Good painter.



**Chris Oatley**

Visual Development mentor. Founder of ArtCast podcast.



**Ahmed Aldoori**

Character artist and style aficionado.



**BaM Animation**

Learn aspects of animation with this entertaining duo.



**Brad Colbow**

Art tech reviewer, light tutorials on cartoon comic illustrations.



**Croquis Cafe**

Live nude figure drawing sessions. Entire catalogue found on Vimeo.

<https://onairvideo.com/>



**angrymikko**

Art talks, brushes and Procreate timelapses of excellent paintings.



**Blender Guru**

Get your start in 3D with one of the most helpful Blender pros on Youtube.



**Bradwynn Jones**

Traditional realist artist. Figures and portraits Rooted in the Reilly Method.



**Ctrl+Paint**

Curated exercises and curriculum for learning digital painting effectively.



**Austin Batchelor**

Creature and character artist with many useful workflow tutorials for Procreate.



**Bobby Chiu**

Founder of Schoolism and Lightbox Expo. Interviews, life advice, tutorials and streams.



**Brooke Eggleston**

Character Design Forge. Art talks and lessons in design, primarily focusing on character.



**Dave Greco**

Freelance artist with a WoW/League of Legends art style. Tutorials and streams.

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## Resources - Pg. 2



### David Finch

Accomplished comic book artist. Tutorials and streams rooted in years of comic experience.



### ergojosh

Pretty girl drawings, live streams, and social media knowledge to learn.

Also, p i n k



### James Gurney

Master painter.

Author of Dinotopia.

Lessons, demos, art talks.



### Koteri Ink

Learn comic-style art from the the unique voice of Koteri.



### Dan Beardshaw

Tight pencil drawings with a strong foundation in perspective. Perspective tutorials.



### Ethan Becker

Don't you EVER watch Ethan Becker. EVER!

Simplified lessons in art fundamentals.



### James Julier

Bob Ross-style Procreate landscapes. Paint along with him.



### Love Life Drawing

Drawing is for everyone! Join Kenzo for wonderful, approachable lessons in figure drawing.



### Draw This!

Video figure drawing sessions for reference.



### FZDSchool

First-hand knowledge from Feng Zhu, founder of FZD Academy of Design. OG Concept Artist.



### Jordan Grimmer

Advanced environment concept artist. Time-lapses. Slow them down, and paint along.



### Lucas Peinador

Cool modern, ready-for-insta paintings. Lessons, time-lapses.

[← Back to Table of Resources](#)



### Drawing Art Academy

Traditional, Russian Academy-style lessons.



### Jake Parker

Founder of Inktober, co-founder of SVSLearn. Art talks, comics and children's book tutorials.



### Color with Kurt

Learn rendering rooted in a comic book-style with Kurt. Tutorials, streams and timelapses.



### Laura Price

Hang with a Disney and Nickelodeon animator. Lessons, vlogs, humor.



## Resources - Pg. 3



**Marc Brunet**

Ex-blizzard artist, founder of Cubebrush.

Lessons straight from a video game concept artist.



**MikeyMegaMega**

Specializes in saucy figure tuts. Figure tutorials and time lapses.



**New Master's Academy**

Traditional lessons in art fundamentals from a collection of lifelong masters.



**Phil's Design Corner**

Established concept designer. Lessons in general design and environment.



**Marco Bucci**

Nobody teaches better than Bucci. Learn fundamentals of light, color and the face.



**moderndayjames**

Sharpen your fundamentals here.

Ex-Brainstorm teacher, full-time livestreamer.



**Noah Bradley**

Founder of Art Camp. Lessons and art talks.

We just don't really talk about him anymore.



**REIQ**

Saucy girls here.

Figure tutorials, time-lapses and livestreams.



**Mattias Pilhede**

Quirky art talks and life advice through animation.



**Mohammed Agbadi**

Learn coloring/rendering. Art talks.



**Paintable**

Digital painting tutorials mostly rooted in portraits.



**Robert Marzullo**

Comic book artist teaching fundamentals for beginners.



**McKay & Gray**

Learn how to plan, write and illustrate your own webcomic.



**New Frame Plus**

Analysis of video game animation. Not fully art, but useful.



**Proko**

Figure Drawing + Art Fundamentals, home of the Draftsmen Podcast. All the lessons!



**Ross Draws**

Extremely skilled portrait artist. Cool girls. Entertainment, light lessons.

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## Resources - Pg. 4



### **Sam Does Art**

Cute girls in a pseudo-animation style.

Entertainment, light lessons.



### **Subjectively**

Fun group of friends offering takes into their character design process.



### **Tyler Edlin**

Professional environment artist. Learn fundamentals of design, composition and painting.



### **WillDraw4Views**

Timelapses and streams. Will draw what you ask.



### **Scott Robertson**

The OG. Author of "How to Draw".

Supplements to his book found here.



### **Sycra**

An OG art Youtuber. Many, many tutorials and lessons worth digging through and watching.



### **Uncomfortable (Drawabox)**

Founder of Drawabox.

Supplementary video lessons to the website materials.



### **Will Terry**

Co-founder of SVSLearn. Lessons rooted in Children's Books, and art-talks.



### **Sinix Design**

Excellent painter, invaluable lessons in design and appeal. Do not miss.



### **Toniko Pantoja**

Professional animator. Learn fundamentals and drawing for animation.



### **Volen CK**

Understand what it means to truly learn not just for art, but for yourself.



### **Xia Taptara**

Drawing and digital tutorials.



### **Steven Zapata Art**

A modern master. Not just art advice, but life advice.



### **Trent Kaniuga**

Life-long professional concept art and comic artist. Art talks, lessons.



### **Walid Feghali**

Concept artist for environments and photobashing. Learn your fundamentals first before trying out.



### **Istebrak**

Digital painting tutorials and livestreams.

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Instructive - Pg. 1

## Figure

### Andrew Loomis

- Drawing the Head and Hands
- Figure Drawing for All It's Worth

### Eliot Goldfinger

- Human Anatomy for Artists: The Elements of Form

### Frederic Delavier

- Strength Training Anatomy

### George B. Bridgman

- Heads, Features and Faces
- Constructive Anatomy

### Karl Gnass

- Head Shots: An Artist's Guide to Head Drawing

### Kan Muffic

- Figure Drawing for Concept Artists

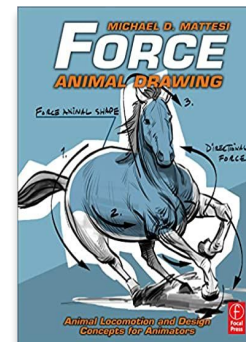
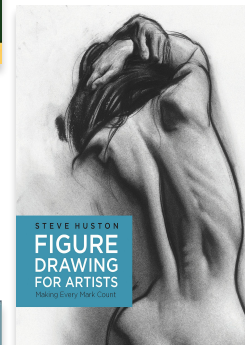
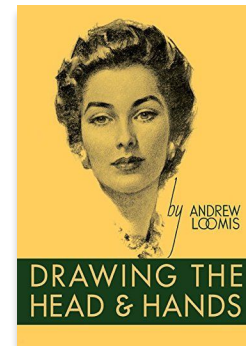
### Mike Mattesi

- FORCE: Dynamic Life Drawing
- FORCE: Animal Drawing - Animal Locomotion and Design Concepts for Animators

### Steve Huston

- Figure Drawing for Artists: Making Every Mark Count

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Instructive - Pg. 2

## Place/Perspective

### Nathan Fowkes

- How to Paint Landscapes Quickly and Beautiful in Watercolor and Gouache

### Marcos Mateu-Mestre

- Framed Perspective Vol. 1: Technical Perspective and Visual Storytelling
- Framed Perspective Vol. 2: Technical Drawing for Shadows, Volume and Characters

### Scott Robertson

- How to Draw: Drawing & Sketching Objects and Environment From Your Imagination

### Ernest R. Norling

- Perspective Made Easy

## Render

### Scott Robertson

- How to Render: The Fundamentals of Light, Shadow and Reflectivity

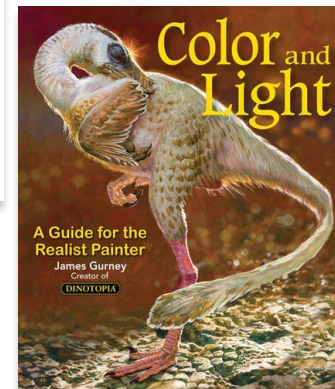
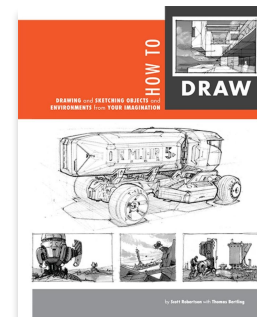
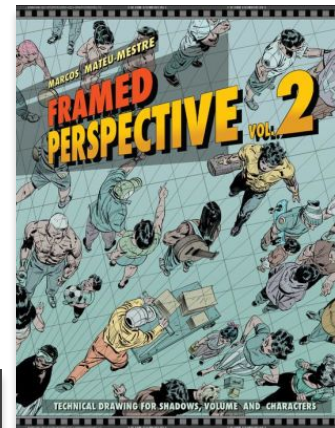
### James Gurney

- Imaginative Realism
- Color and Light: A Guide for the Realist Painter

### Marcos Mateu-Mestre

- Framed Drawing Techniques: Mastering Ballpoint Pen, Graphite Pencil, and Digital Tools for Visual Storytelling

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Instructive - Pg. 3

## Composition

### Marcos Mateu-Mestre, Jeffrey Katzenberg

- Framed Ink: Drawing and Composition for Visual Storytellers
- Framed Ink 2: Frame Format, Energy and Composition for Visual Storytellers

### Hans Bacher

- Vision: Color and Composition for Film
- Sketchbook: Composition Studies for Film

### Scott McCloud

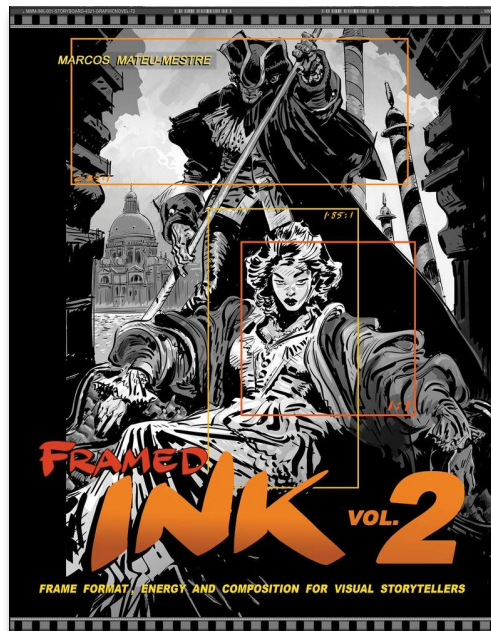
- Understanding Comics: The Invisible Art

### 3dTotal Publishing

- Digital Art Masters
- Digital Painting Techniques Series
- Character Design Quarterly magazine



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## Inspiration - Concept Art - Pg. 1

[← Back to Table of Resources](#)**Sci-Fi****Simon Stalenhag**

- Tales from the Loop
- Things from the Flood
- The Electric State

**Stephan Martiniere**

- Velocity
- Trajectory

**Martin Deschambault**

- Project 77

**Jakob Rozalski**

- Howling at the Moon

**Jae-Cheol Park**

- The Art of Paperblue

**Sparth**

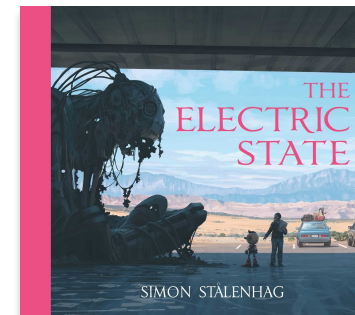
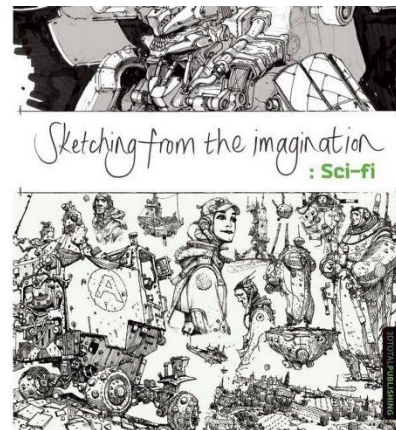
- Structura 1, 2 and 3

**Syd Mead**

- The Move Art of Syd Mead: Visual Futurist

**3dtotal Publishing**

- Sketching from the Imagination: Sci-Fi





Inspiration - Concept Art - Pg. 2

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## Fantasy

**The Hobbit: The Desolation of Smaug Chronicles: Art & Design**

**Hayao Miyazaki**

- The Art of Spirited Away

**The Complete Art of Guild Wars**

**3dtotal Publishing**

- Sketching from the Imagination: Fantasy

**The Skillful Huntsman: Visual Development of a Grimm Tale at Art Center College of Design**

**The Art of Kubo and The Two Strings**



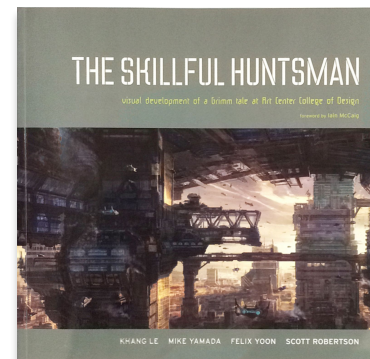
## Dark Fantasy

**Studio Design Press**

- The Call of Cthulhu

**3dtotal Publishing**

- Sketching from the Imagination: Dark Fantasy



## Inspiration - Concept Art - Pg. 3

[← Back to Table of Resources](#)**Mechs****Nivanh Chanthara**

- Dreaming in Mech

**Design Studio Press**

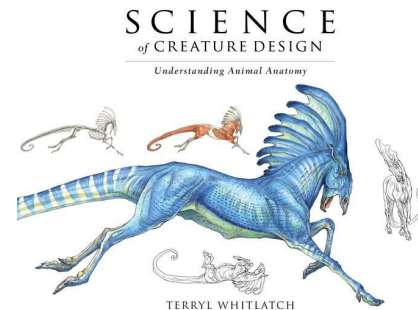
- Nuthin' But Mech Vol. 1, 2, 3 & 4

**Animals/Creatures****Terryl Whitlatch**

- Animals Real and Imagined: Fantasy of What Is and What Might Be
- Science of Creature Design: Understanding Animal Anatomy
- Principles of Creature Design: Creating Imaginary Friends

**3dtotal Publishing**

- Sketching from the Imagination: Creatures & Monsters



## Inspiration - Concept Art - Pg. 4

**Miscellaneous****Skottie Young**

- The Marvel Art of Skottie Young

**Ragnar**

- The Art of Big City

**Nicholas Koe**

- Jellybots

**3dtotal Publishing**

- Sketching from the Imagination: An Insight into Creative Drawing
- Sketching from the Imagination: Characters

Spectrum 25: The Best in Contemporary Fantastic Art

**The Art of PIXAR**

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## Inspiration - Video Games - Pg. 1

**Shigenori Soejima**

- Shigenori Soejima Art Works 1
- Shigenori Soejima Art Works 2
- Persona 3: Design Works
- Persona 4: Design Works
- Persona 4 Arena: Official Design Works
- The Art of Persona 5

**Blizzard**

- The Art of Blizzard Entertainment
- The Art of Overwatch

**Nintendo**

- The Legend of Zelda: Art and Artifacts
- The Legend of Zelda: Breath of the Wild - Creating a Champion
- The Art of Fire Emblem: Awakening

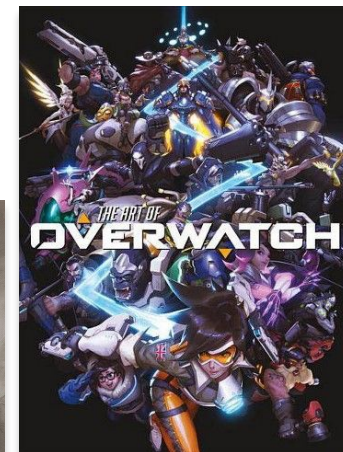
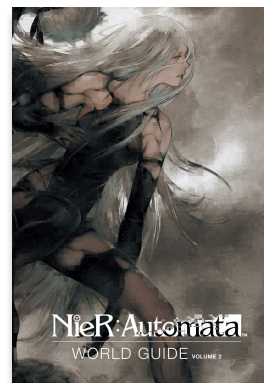
**Capcom**

- Okami Official Complete Works
- Mega Man X: Official Complete works
- The Art of Metal Gear Solid I-IV

**Square Enix**

- Final Fantasy Ultimania Archive Vol. 1, 2 & 3
- NieR: Automata World Guide Vol. 1
- Bravely Default
- Bravely Second

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## Inspiration - Video Games - Pg. 2

[← Back to Table of Resources](#)**Sci-Fi**

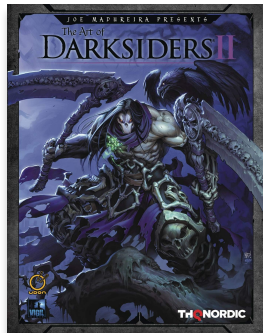
- The Art of the Mass Effect Universe
- Halo: The Great Journey - The Art of Building Worlds
- The Art of Destiny, Bungie
- The Art of Remember Me, Dark Horse
- The Art of Deus Ex Universe
- The Art of ReCore
- The Art of Prey
- The Art of Horizon Zero Dawn

**Fantasy**

- Talexi - The Concept Art of Alessandro Taini: HEAVENLY SWORD, ENSLAVED, and DmC
- The Art of World of Warcraft
- The Art of Skyrim
- The World of The Witcher: Video Game Compendium

**Dark Fantasy**

- Bloodborne Official Artworks, FromSoftware
- The Strange Works of Taro YokoL From Drakengard to NieR: Automata
- The Art of Dead Space, Electronic Arts
- The Art of Castlevania - Lords of Shadow
- The Art of Darksiders I & II
- Dark Souls Design Works I, II & III
- The Art of Doom / Doom Eternal



## Inspiration - Video Games - Pg. 3

### Mechs

- Halo Warfleet
- The Art of Titanfall II

### Alt History

- The Art of Bioshock Infinite
- The Art of Fallout 4
- The Art of Dishonored 2
- Valkyria Chronicles: Design Archive
- Assassin's Creed; The Complete Visual History

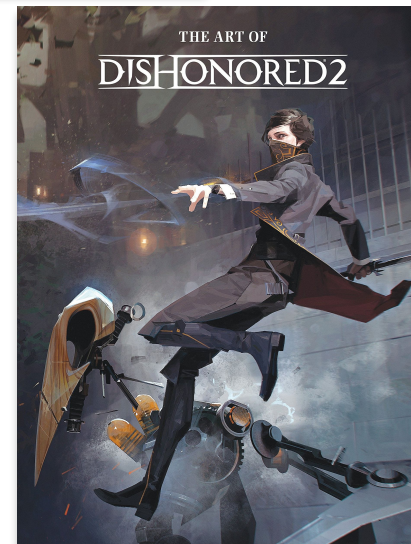
### Animals/Creatures

- The Art of Dauntless
- Monster Hunter Illustrations 1 & 2, Capcom

### Miscellaneous

- The Art of Rocksteady's Batman: Arkham Asylum, Arkham City & Arkham Knight
- The Art of The Last of Us

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## Resources - Pg. 1

**Ahmed Aldoori**

Gumroad tutorials on figure, painting and composition. Very good.

**Brooke Eggleston**

The NEW Learn Character Design Course.

**Danar Worya**

Tutorial to designing an interior in 3D.

**Foundation Patreon**

Patreon and Gumroad of lessons rooted directly in Concept Art. Made by Brainstorm, more affordable.

**angrymikko**

Get mikko's brushes.

**David Finch**

Lessons and drawn references to study.

**ericanthonyj**

Full tutorials, brush packs for Procreate and Clip Studio.

**Geo Art Ref**

Cheap 3D models, some free for digital painting reference.

**Art of Ayan**

Excellent Procreate brushes, and timelapses of a painterly process worth learning.

**Devin Korwin**

Excellent books, "Creative Fundamentals". 3D Asaro head to throw into Blender.

**Even Amundsen**

Patreon. Access to Photoshop files and past livestreams.

**Grady Frederick**

Artstation tutorial series over environment design. For Intermediates.

**Atey Ghailan - snatti**

Artstation tutorials. More thoughts on his Youtube.

**Dorian Iten**

Excellent lessons on lighting and drawing accurately.

**florentfarges**

Oil painting techniques and color lessons.

**Grafit Studio**

Excellent photo references for all sorts of themes taken in professional lighting.

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## Resources - Pg. 2

**Istebrak**

Access to Photoshop files, lessons, access to Monthly Assignments.

**Jeremy Fenske**

Tutorials and process from an ex-Bungie concept artist.

**John Park**

Tutorials, process, and excellent design lessons for intermediate painters. Founder of Brainstorm.

**Loish van Baarle**

Step-by-step process on artworks, monthly tutorials.

**Jake Parker**

Monthly hangout to get to ask questions from a profession.

**Jeremy Hunter**

Vehicle drawing tutorials rooted in the Scott Robertson method.

**Color with Kurt**

Extra tips on rendering and access to full photoshop layers to learn his methods.

**Marco Bucci**

Understanding/Painting the Head, + Digital Painting lessons.

**Jama Jurabaev**

Patreon & Gumroad. Video tutorials and access to high resolution images from a film artist.

**Jingsketch**

Mini tutorials, process videos and brushes.

**Koteri Ink**

Patreon. Tutorials and peeks into his comic work.

**Max Ulichney**

Best-in-class Procreate brush packs.

**Jason Scheier**

Tutorials and process from a Netflix art director.

**Joe Peterson Design**

Excellent hard-surface design tutorials, i.e. “tech tips”.

**Lane.Draws**

Process videos and excellent Procreate brush packs emulating traditional media.

**Mitch Leeuwe**

Lessons focused in an animated-style.

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## Resources - Pg. 3

**Mike Hill**

Excellent vehicle design tutorials.

**Mike McCain**

Timelapses and excellent brush sets for Procreate

**Mike Yamada**

Production designer at Disney. Basic tutorials.

**moderndayjames**

Patreon and Gumroad. Many foundational videos on what you need to draw/paint well.

**Mohammed Agbadi**

Patreon. Access to art process and tutorials.

**Reference Pictures**

High quality photo references for figure and portrait.

**samdoesarts**

Discord community, tutorials, access to all paintings plus bonuses.

**Sparth**

Process, tutorials and photoshop files from a long-time sci-fi master.

**Stephane Wootha Richard**

Artstation Learning. Several multi-hour tutorial series on intermediate painting..

**Steven Zapata**

Patreon/Gumroad. Discord community and excellent drawing tutorials.

**Toni Infante**

Photoshop tutorials, written tutorials on process, brushes from a comic book artist.

**Ty Carter**

Patreon/Gumroad. Great tutorial packs, timelapses with great style.

**Tyler Edlin**

Receive direct feedback once a month, access to tutorials, timelapses.

**Tyler Smith**

Artstation Learning for 3D.

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## Resources - Pg. 1



### Art-WOD

Founded by Antonio Steppaerts. Challenging weekly assignments on fundamentals/painting.



### Brooke Eggleston

Character Design Forge. Learn aspects of Character Design from an independent artist.



### Cubebrush ARTSchool

10-term art course focused on drawing and getting into digital painting. Less traditionalist.



### New Master's Academy

Learn from long-time masters in an extensive collection of foundational and advanced lessons..



### Aaron Blaise

Creatureartteacher.com  
Many full courses on animal drawing, design and painting.



### CGMA

Premiere concept art school. Curriculums laid out for beginners on its side.



### Foundation Drawing

Create your own learning by using shorter tutorials created by Brainstorm instructors.



### Noah Bradley Art Camp

Teach yourself digital painting with extensive exercises.



### Artstation Learning

Hodgepodge of tutorials created by professional artists. Hit-or-miss.



### CG Spectrum

Premiere concept art school with a multi-year commitment.



### Gnomon

Premiere concept art school. Heavy focus on 3D and film.



### Paintable

Learn specific digital painting techniques..



### Brainstorm Online

Premiere concept art school. Full classes, shorter sessions and mentorships.



### Ctrl+Paint

Many multi-part tutorial series to learn digital painting effectively.



### LearnSquared

High-profile online learning with many esteemed artists.



### Proko Premium

Extended videos, ebooks and assignments as a part of the full courses.

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## Resources - Pg. 2



### **Schoolism**

Founded by Bobby Chiu.  
Collection of fantastic artists.  
Targets storytelling and  
creativity for intermediate.



### **Will Weston Online**

Full length courses as well as  
more piecemeal tutorials.



### **SVSLearn**

Learn foundations for  
Children's Book Illustrations  
from professionals in the  
field.



### **Syn Studio**

Premiere Canadian  
concept art school. Also  
online and affordable.



### **Watts Atelier Online**

Learn traditional  
foundations from a living  
master and apprentices.

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## Resources



### Adam Duff (LUCIDPIXUL)

1-on-1 with an ex-Art Director with years of experience.



### Even Amundsen

1-on-1 with a highly skilled fantasy illustrator.



### Robotpencil

Anthony Jones - Design and how to learn to set yourself up for success..



### Art-WOD Portfolio Builder

Weekly assignments and 1-on-1 with Antonio Steppaerts, professional character/creature designer.



### moderndayjames

1-on-1 or weekly group classes in either character/hard-surface/environment. Affordable.



### Ty Carter

Twice monthly hangouts in groups with portfolio critiques, paintovers and demos.



### Brainstorm Mentorships

Rotating 3-month, 1-on-1 mentorships with high-profile professionals. Expensive.



### Peter Han

CGMA and independent mentorship. Lessons in Dynamic Sketching that inspired Drawabox.



### Tyler Edlin

1-on-1 with professional environment artist. Portfolio prep, demos and paintovers.



### Devin Korwin

Excellent foundations in color, painting and distilling art to its essence.



### Resolution Art

Class mentorship with 3 pros: Chelsea Blecha, Dylan Choonhachat and Ben Garriga.

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